

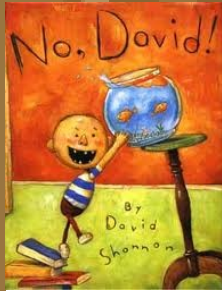
# David Shannon Author Study



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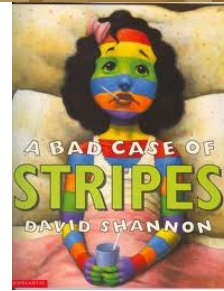


# The Books



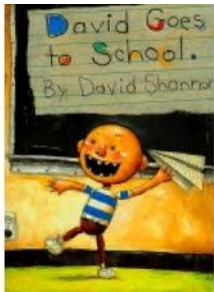
Pages 5–13

**No, David!**  
Title and Inference



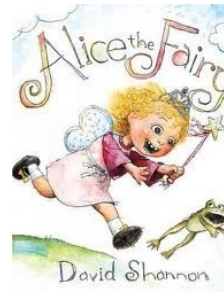
Pages 38–45

**A Bad Case of the Stripes**  
Main Event  
Resolution



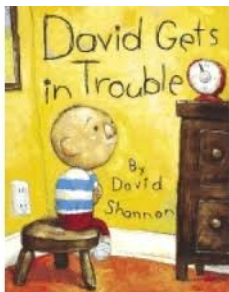
Pages 14–21

**David Gets in Trouble**  
Beginning



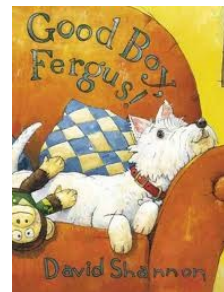
Pages 46–54

**Alice the Fairy**  
Importance of Pictures  
Real or Make Believe



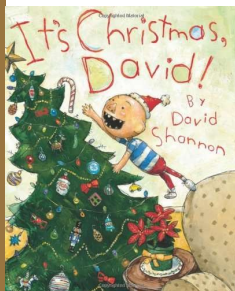
Pages 22–29

**David Goes to School**  
Beginning, Middle, and End



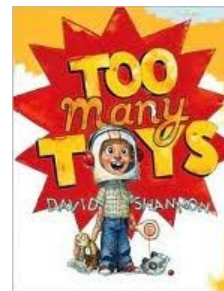
Pages 55–62

**Good Boy Fergus!**  
Favorite Picture



Pages 30–37

**It's Christmas, David!**  
Characters



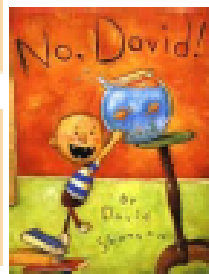
Pages 63–71

**Too Many Toys**  
Favorite Part  
Problem

finish

start

# No, David! By David Shannon



To play:

For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.

IF you draw a **No, David!** card, you lose that turn.

IF you land on the vegetables, you go back one square for eating with your mouth open.

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1 Who is the author? David Shannon Eric Carle	2 Who is the illustrator? Eric Carle David Shannon	3 How old was David Shannon when he first wrote this book? 5 7
4 Who always says "no" to David? His mom His dad	5 What does David do to the walls? Draws on them Tings them	6 What is David reaching for when he is standing on the chair? Floor Cookies
7 How do you know David is sad about breaking the vase? He is sad and crying He says he is sorry.	8 Do you think David is allowed to eat cookies from the jar?	9 How do you know David is not allowed to get the cookies from the jar? No choice given.

10. What does David track on the living room carpet? Food Mud	11. What do you think David was doing before he came into the living room tracking mud? No choice given	12. Does David go outside? Yes No
13. What does his mom say when he is running down the sidewalk? Come back here, David! Get your clothes on, David.	14. What animal is in the picture of David running outside? cat dog	15. Is David allowed to play with his food at dinner? Yes No
16. How do you know David is not a quiet kid? His mom asks him to be quiet. He makes others hold their ears.	17. Is David allowed to play with his food at dinner? Yes No	18. What does David make with his food at the dinner table? A vegetable man Drops of food with his adventures

**Answer Key for No, David! Game**

1. David Shannon  
2. David Shannon  
3. 5  
4. His mom  
5. His dad  
6. Floor  
7. The jar says cookies.  
8. No  
9. answers vary  
10. Mud  
11. answers vary  
12. Yes  
13. Come back here, David!  
14. dog  
15. No  
16. His mom asks him to be quiet.  
17. No  
18. A vegetable man  
19. He is eating with his mouth open.  
20. No  
21. Stomping  
22. David is picking his nose.  
23. Watching TV.  
24. Yes  
25. Baseball  
26. He breaks the vase with the horse.  
27. Sad  
28. He is sad and crying?  
29. His mom tells David she loves him.  
30. Hitting

28.  
How do you know David is sad about breaking the vase?  
He is sad and crying  
He says he is sorry.

29.  
What happens at the end of the book?  
His mom tells David she loves him.  
His mom puts him in time out.

30.  
What is David and his mom doing at the end of the book?  
Hugging  
Giggling

31.  
What does David play with?  
Soccer  
Baseball

32.  
David feels when he breaks nose with the horse on it?  
Sad  
Happy

Name \_\_\_\_\_ Alice the Fairy

Alice the Fairy is about a girl who thinks she is a fairy.  
Is Alice a real fairy? How do you know?



Name \_\_\_\_\_ David Goes to School

What happens at the beginning of this book?

Draw a picture.



Name \_\_\_\_\_

I can draw or write three events in this book.  
I will put one in each box.

1

2

3

I can color the circle of the Main Event.

Name \_\_\_\_\_

After reading this FUN book, we can write or draw the beginning, middle, and ending parts of the book.

Beginning

Middle

End

Name \_\_\_\_\_



Draw a picture of a good choice Fergus could make.

Draw a picture of a bad choice Fergus could make.



Draw a picture of your favorite part of the book on the top.  
Write why it is your favorite part on the bottom.


Too Many Toys



**A Bad case of the Stripes**  
By David Shannon

To play  
For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you draw a STRIPES card, you lose that turn.  
IF you land on the pills or thermometer, you go forward two squares for following the doctor's directions.

Start Finish



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**Good Boy, Fergus!**  
By David Shannon

To play:  
For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you land on a dog bone, you move ahead two squares as a treat!

Start Finish



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**Alice the Fairy**  
By David Shannon

To play:  
For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you land on a card, you lose that turn for not putting your toys away.

Start Finish



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**It's Christmas, David!**  
By David Shannon

To play- for every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you draw a TREE card, you lose that turn.  
IF you land on the gift squares, you go forward two squares if sent to another person.

Start/Finish



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**David Goes to School**  
By David Shannon

To play:  
For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you draw a David card, you move ahead two spaces for doing a good job.

Start Finish




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**Too Many Toys**  
By David Shannon

To play:  
For every correct answer, roll one die and move that many spaces. Do not roll for an incorrect answer.  
IF you land on a Toy card, you lose that turn for not putting your toys away.

Start Finish



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I hope you enjoy this pack. If you do, please take a moment to  
rate it on TpT.

If there is a mistake, please email me at  
[maryamoson@gmail.com](mailto:maryamoson@gmail.com)



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